Hrishikesh Srihari

4001 Mesa Rd, Irvine, California 92617
832-732-7924 sriharihrishikesh@gmail.com linkedin.com/in/hrishikesh-srihari000 github.com/hrishikesh-srihari

Education

University of California, Irvine **Sep. 2023 – present**
Bachelor of Science in Computer Science *Irvine, California*

Relevant Coursework

- Data Structures & Algorithmic Analysis
- Boolean Logic
- Python Programming
- Java Programming
- Statistics for Computer Science
- Linear Algebra

Experience

NASA Research Intern **September 2023 – Present**
Subteam Lead *Irvine, CA*

- Spearhead the Local Mission Control Console (LMCC) subteam that works on the real-time tracking of critical biomedical and suit data, geological data collection, mission emergency handling, and seamless integration of all rover camera feeds for the explorer
- Conduct code reviews and meetings within team, and undertook integration with other teams and overall larger-scale project organization.

Colorado School of Mines **July 2021 – August 2021**
ComputingForGood Intern *Remote*

- Utilized Android Studio to develop an application for scheduling meetups, suggesting optimal event slots, and integrating daily plans to promote healthier relationships.
- Directed preparation of presentation and pitch given at the end-of-term project convention.
- Won best social welfare project award (1/15 teams).

Projects

IrvineHacks (ZotConnect) | *NextJS, Typescript, ConvexDB, Google Cloud/Gemini* **January 2024**

∗ Created a full stack and production-ready app in 42 hours as part of the IrvineHacks 2024 competition, and won **Best Overall Hack** out of more than 450 participants.
∗ Built a NextJS communication platform to elevate academic connections between professors & students. Streamlined, efficient, precise, and secure with Clerk authentication.
∗ Led frontend development and UI/UX design, as well as integration between ConvexDB server schemas and Typescript-based frontend elements.

Billiards Prediction Software | *Python, OpenCV, NumPy* **September 2022**

∗ Implemented OpenCV to remap live feeds of billiards games onto a 2D interface for analysis in real time.
∗ Used physics concepts to predict ball trajectory and suggest optimal next moves and angles
∗ Developed an algorithm that takes into account angular velocity, drag, friction, and live table layout to predict game movements.

Research Information Scraper | *Java, Selenium, JavaFX, SQLite* **April 2022**

∗ Implemented Selenium web-scraping to gather information from a variety of published research papers given keywords.
∗ Utilized JavaFX to create a GUI that supports actions such as sorting alphabetically and by citations/number of views, and deletion/insertion of database elements, and displays the abstract, key citations, and other core information.
∗ Used SQLite to store and organize scraped research information and allows user to manually insert and delete information.

Technical Skills

Languages: Python, Java, JavaFX, C++, HTML/CSS, JavaScript, Typescript, NextJS, ReactJS, SQLite
Developer Tools: VS Code, IntelliJ, PyCharm, Android Studio